



VIDEO GAME
CARTRIDGE
CATALOG
WINTER/SPRING
1984

For Use With
The Atari® 2600™,
5200™ Home Computers,
ColecoVision™ and
Intellivision® Systems.



We Put You
In The Game!

A ctivision Challenges Your Every Move

You're about to lift off from Cape Canaveral and land at Edwards Air Force Base, begin the most rigorous event in sports history, ride criss-crossed beams of light into a new dimension, battle relentlessly down the River Of No Return, defend the planet Terra from the most massive space-fortress ever to rule the universe, wage off-the-wall warfare with creepy crawlers, corn gobblers and the masked Mad Bomber! Not to mention encountering military tanks that have run amok and are overtaking the populace, and enduring the road race of the century.

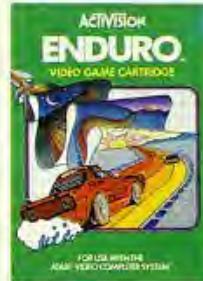
And that's just the beginning. Our designers are creating game experiences to further develop your imagination, endurance, courage, dexterity, and sense of humor. Because at Activision, we want to challenge your every move.



Designed by
John Van Ryzin



Miners are trapped in molten heat! With the aid of your compact power-pack, you must come to the rescue! Fly through the red-hot mine, blast through magma walls, flow down lava rivers, and zap volcanic vermin with your micro-laser beam! H.E.R.O.™—pure dynamite for the Atari® 2600™!



Designed by
Larry Miller



Fasten your seatbelts, the National Enduro™ is ready to take you on. This high-powered, cross-country race winds like a bad mountain road. Your odometer registers mile after mile of changing weather conditions, shifting gears and squealing brakes—you're passing, always passing. Complete as many of the 99 days as you can. Enduro™ Can you endure?



Designed by
David Crane



Uncover ancient treasures with Pitfall Harry™ and his sidekicks, Rhonda and Quickolaw. Climb into a maze 27 levels deep, escaping bats, condors, poisonous frogs, albino scorpions, and electric eels. Swim through raging rivers, soar with hot-air balloons, and free-fall down to another plateau. Pitfall II Lost Caverns. It's the video adventure game you've been waiting for!



Designed by
Steve Kitchen



Blast off! Check the flight pattern and fuel gauge, and begin orbiting the planet in search of the satellite you've been sent to dock with and refuel. RENDEZVOUS flashes as you make final contact. Docking completed, prepare to land at Edwards Air Force Base. You're home! Begin flight training with Space Shuttle—A Journey Into Space.™



Designed by
Garry Kitchen



You are the chef, taking order after order in a chaotic kitchen. Sound simple? Just wait! Watch those sizzling beauties fly past on the conveyor belt as you stumble, fumble, and gather the goodies. Delicious graphics! Fast-food action! Step right up and place your takeout order today!

Brave New Worlds
With ColecoVision™



It's 45° and Frostbite™ B-b-bailey, arctic architect, is b-b-busy building an igloo b-b-before the temperature hits zero. Alone, he jumps on ice f-f-floes, collecting s-s-slabs of ice while evading Snow Geese, Alaskan K-k-king crabs and c-c-clever clams. Not to mention a polar grizzly bear! Can Frostbite™ finish his igloo or will he turn into b-b-blue ice?



Designed by
Dave Rolfe



Adventure into unknown worlds! An unpenetrable shield surrounds the planet. Your mission is to ride criss-crossed beams of light—all the way to the 99th sector. Cast lariats of laser bolts into red zig bombs, yellow chirpers, the evil mother ship, and more! Only you have the courage. Only you have the skill. Only you are the Beamrider!™



Designed by
Carol Shaw



River Raid™ Activision's battle adventure classic, is ready to explode on to your ColecoVision™ system. Your mission: demolish the bridges that transport the enemy across the river. Tanks and battleships track your every move, jets and choppers scream through the sky—the action is relentless! Courage, the code, River Raid, the adventure. Can you make it?

Designed by
Steve Cartwright

**ALSO FOR
COLECOVISION®**



Go for the gold! The arena is overflowing and the crowd is humming in anticipation. You take a deep breath and long jump with speed and perfect timing. You keep excelling all the way to the 10th event, start out with a steady pace and spring headstrong to the finish. You made it! In the tradition of the Olympics, you and The Activision Decathlon are one of a kind.



Designed by
Alan Miller



The year is 2019 and the most advanced military defense system has run amok and is on the rampage. You must command your Robot Tank™ from a remote control station, in the midst of changing weather conditions and the dangerous reality of fighting at night. But with the aid of your radar scan, tanks and weaponry, there still may be hope.



Designed by
David Crane



Pitfall Harry™ is breaking new ground for the ColecoVision™ system. Alone, he calls to you to help him find the forgotten treasure. Forage through the jungle avoiding crocodiles, scorpions, and cobras every dangerous step of the way. Jump over rolling logs, swing over tarps, and climb into the dark underground. Join the Pitfall!™ expedition today!

Designed by
David Crane

Explode Into Action on Your Atari® 5200™ and Atari® Home Computer

Now Kaboom!,TM Megamania,TM and River RaidTM are ready to explode onto your Atari[®] 5200[™] and Atari[®] home computer screen! Prepare for fast-action fun and be the Mad Bomber or the quick-catching bucketeer—and it's bombs away! Defend your spacecraft from flying burgers, steam irons, bow ties, ladybugs and more. Follow the command and show your expertise as a fighter pilot. Then descend down the river with all of the strategy and courage that's in you! Bright new graphics. Outstanding gameplay. Explode into action with Activision[®] today!



Designed by
David Crane



Pitfall HarryTM does it again! Adventure into the jungle with Activision's million seller, Pitfall!TM Swing through trees, forage through underground passageways—avoiding crocodiles, scorpions, and cobras—watch out for the pit! Now the video game adventure classic explores new territories.



Designed by
Larry Kaplan,
adapted by
Paul Willson



Here's the Mad Bomber now, dropping little black bombs off that nearby rooftop. You've got to grab a bucket of water and catch those sparklers before bedlam breaks loose! It's wild. It's irresistible! And now, in the two-player version, you can fling the fireworks or be the fast-catching bucketeer and compete head-to-head. Catch the action!



Designed by
Carol Shaw



Activision's high-flying battle adventure is ready for action! Pilot your jet over the River Of No Return while blowing up enemy bridges and escaping jets, choppers, tanks and ships that wall at each endless turn of the river. Remember: the farther you fight your way in, the narrower the channel becomes, and the chances to refuel get slimmer and slimmer.



Designed by
Steve Cartwright



Megamania,TM Activision's obsessive space nightmare, is making new waves. You're asleep at the controls of your spacecraft when legions of hostile hamburgers, bow ties, steam irons, space dice, ice cream sandwiches, diamond rings, radial tires, and ladybugs creep into your conscience. Blast them away or you'll fly!

Plus Added Excitement
with Intellivision™

THE DREADNAUGHT FACTOR™

Designed by
Tom Loughry

WORM WHOMPER™

Designed by
Tom Loughry

HAPPY TRAILS™

Designed by
Carol Shaw

BEAMRIDER™

Designed by
Dave Rolfe

RIVER RAID™

Designed by
Carol Shaw,
adapted by
Peter Kaminski

ACTIVISION

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